Fan Created Scenario.

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The prisoner

By Guinuav

Scenario Background

You where in a tavern and enjoying a cup of beer when a young messenger ran at you. "Brave heroes, I have a mission for you. A Giant named Kronos has been killing villagers in the countryside and noone was able even to hurt him. Luckily, the villagers put some rubbles and dug holes and filled them with water and now the Giant cannot move but, they don't know how long it will keep the Giant trapped. I know you are the best in here, that' s why I came to you. Kill the Giant and you will be well awarded!" The young messenger gave you a map and ran out of the tavern in a hurry.

Mission Goals

After you have found your way to the Giants Lair, you prepare to descend into the depths. Your Goal is to kill Kronos the Giant. You begin with 5 conquest tokens. If you ever run out of them, Kronos will have thriumped over you.

If all the chests have been opened in the whole dungeon:
You hear a strange sound, like water drainning from somewhere and a cry of happiness, coming from the South," I am free at last, little heroes, I am coming for you!!!"

Remove the two LARGE water markers from AREA 1.
Kronos now can be hurt by any weapon and lingering effect.
He has an armor class of 8 and 4 extra wounds.

If kronos if dead:
The Giant falls to the ground, suriesly wounded. You move next to his big head and he stares at you in bewilderment. "I might be not able to kill you but,". He reaches his hand at you and you quickly stab his hand with your sword. The Giant screams and you quickly cut his throat, for safety.

The heroes gain 4 conquest token for killing Kronos, they have finished their quest.

CHESTS

Copper 1: 1 conquest token,100 coins,1 copper treasure
Copper 2: 1 conquest token,1 curse,1 copper treasure
Copper 3: 3 conquest tokens,2 curses,100 coins,1 copper treasure

Silver 1: 2 conquest tokens,1 curse,1 silver treasure
Silver 2: 3 conquest tokens,1 curse,1 silver treasure
Silver 3: 2 conquest tokens,100 coins,2 curses,1 silver treasure

Gold 1: 3 conquest tokens,1 curse,1 gold treasure
Gold 2: 3 conquest tokens,2 curses,1 gold treasure

Starting Area

Human bodies are in this area and a small ponds of blood are next to the dead bodies. You can hear a strange sound like somebody is digging, coming from somewhere but you cannot understand where from.

AREA 1

The door is open now and you see a large rumble in front of you and a strange smell is in the air. You were about to step in this area and explore it but, you stopped moving when you heard somebody digging. The voice was coming from the south but, now it has stopped.

The master Giant here is Kronos. He has the same stats as an ordinary master Giant except, he cannot be hurt in any way. He also CAN move and attack, in the spaces he is able to.

AREA 2

While Kronos was ready to hit you with his Big club, you manage to open the door and dodge the attack, crouching. There are some pits in the room, propably the villagers dug them to trap Kronos. You hear a hollow voice of a creature that scares you a bit.

AREA 3

A small pond is in the ground, a beastman next to it and a lot of treasure is shinning behind these.

AREA 4

The area is very small, you can walk hardly. A runekey is in a hole on the wall and a pile of gold next to it.

AREA 5

You open the door and you see a sorcerer coming to attack you with his thunders.

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